

Self Driving Car

Presentation by:

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Introduction

Self driving car



Mission is to
create a self driving
car, that can navigate
through a restaurant
environment,
avoiding obstacles
and going from point
A to point B



Hardware

Hardware Components



Esp32



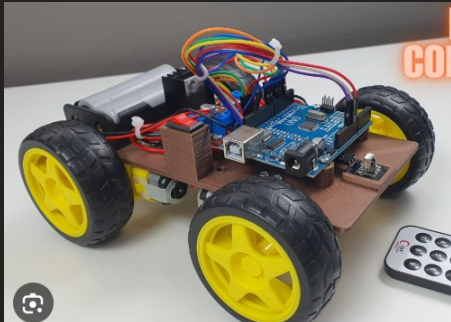
**Android
Phone**

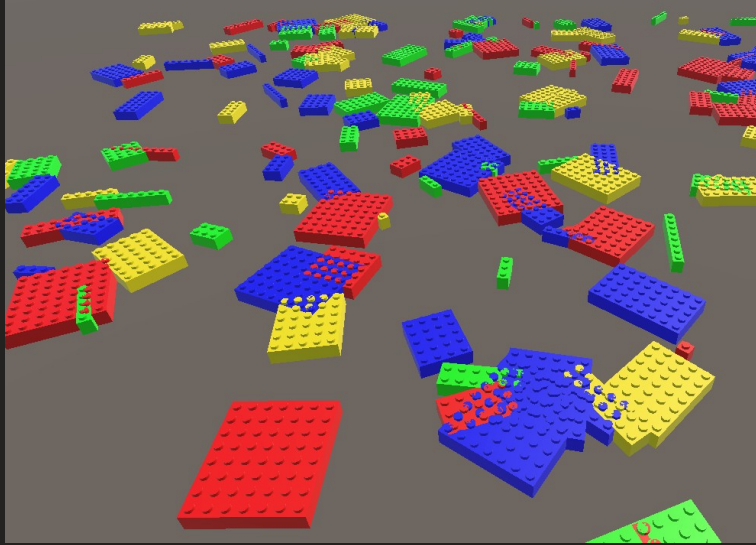


Webcam



Laptop

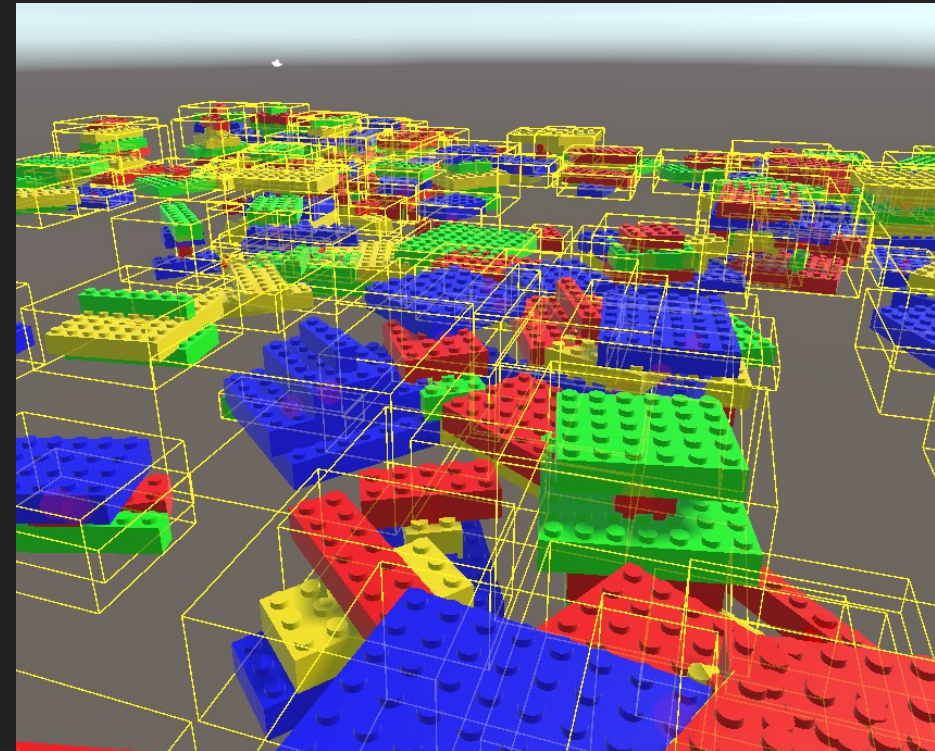


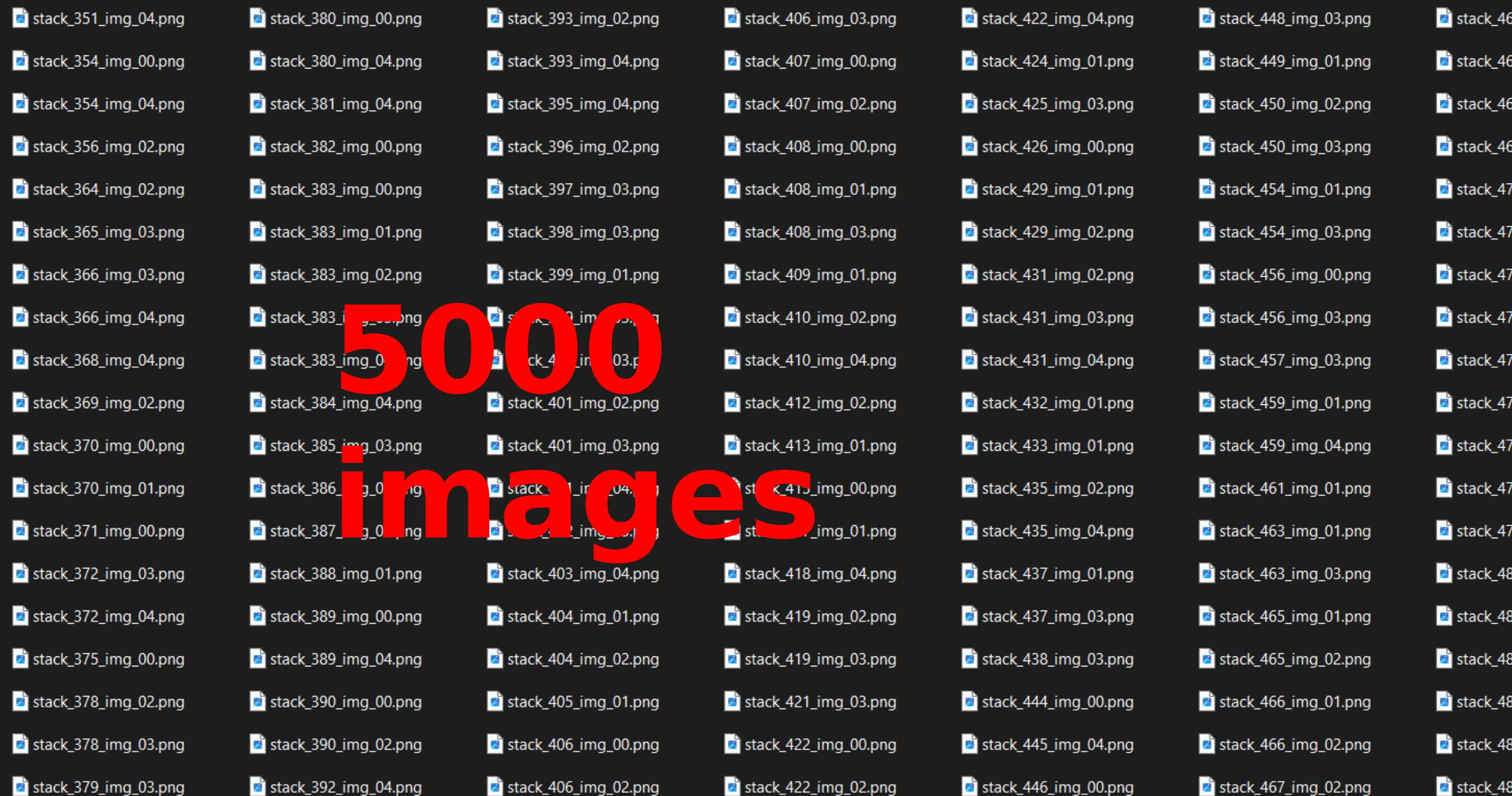


Data Generation

Data Labeling

```
81 0.492568 0.361194 0.345482 0.312482  
81 0.498490 0.435113 0.178062 0.167311  
81 0.498929 0.489280 0.146273 0.138987  
81 0.499120 0.545958 0.111538 0.114596  
81 0.497825 0.598909 0.194652 0.146433  
class_id | center_x | center_y | width |  
height
```







brick_000_i
mg_03.txt

brick_000_i
mg_04.txt

brick_001_i
mg_04.txt

brick_002_i
mg_03.txt

brick_003_i
mg_02.txt

brick_004_i
mg_01.txt

brick_005_i
mg_01.txt

brick_005_i
mg_04.txt

brick_009_i
mg_00.txt

brick_009_i
mg_03.txt

brick_010_i
mg_03.txt

brick_011_i
mg_03.txt

brick_012_i
mg_02.txt

brick_012_i
mg_04.txt

brick_015_i
mg_01.txt

brick_015_i
mg_04.txt

brick_016_i
mg_03.txt

brick_018_i
mg_04.txt

brick_020_i
mg_00.txt

brick_020_i
mg_03.txt

brick_022_i
mg_02.txt

brick_023_i
mg_00.txt

brick_023_i
mg_03.txt

brick_024_i
mg_00.txt

brick_028_i
mg_01.txt

brick_029_i
mg_02.txt

brick_030_i
mg_01.txt

brick_031_i
mg_03.txt

brick_031_i
mg_04.txt

brick_032_i
mg_00.txt

brick_033_i
mg_01.txt

brick_033_i
mg_04.txt

brick_034_i
mg_02.txt

brick_037_i
mg_03.txt

brick_038_i
mg_03.txt

brick_040_i
mg_00.txt

brick_040_i
mg_03.txt

brick_040_i
mg_04.txt

brick_042_i
mg_00.txt

brick_042_i
mg_01.txt

brick_043_i
mg_02.txt

brick_044_i
mg_00.txt

brick_044_i
mg_02.txt

brick_045_i
mg_01.txt

brick_045_i
mg_04.txt

brick_047_i
mg_00.txt

brick_047_i
mg_01.txt

brick_047_i
mg_02.txt

brick_048_i
mg_04.txt

brick_050_i
mg_04.txt

brick_051_i
mg_02.txt

brick_052_i
mg_00.txt

brick_053_i
mg_02.txt

brick_054_i
mg_00.txt

brick_056_i
mg_00.txt

brick_059_i
mg_00.txt

brick_060_i
mg_00.txt

brick_061_i
mg_01.txt

brick_062_i
mg_03.txt

brick_063_i
mg_02.txt

brick_065_i
mg_00.txt

brick_065_i
mg_01.txt

brick_065_i
mg_03.txt

brick_065_i
mg_04.txt

brick_067_i
mg_01.txt

brick_068_i
mg_02.txt

brick_071_i
mg_00.txt

brick_071_i
mg_02.txt

brick_072_i
mg_01.txt

brick_072_i
mg_03.txt

brick_074_i
mg_00.txt

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brick_075_i
mg_03.txt

brick_077_i
mg_00.txt

brick_080_i
mg_03.txt

brick_081_i
mg_03.txt

brick_082_i
mg_00.txt

brick_082_i
mg_01.txt

brick_082_i
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brick_083_i
mg_01.txt

brick_084_i
mg_00.txt

brick_084_i
mg_02.txt

brick_085_i
mg_01.txt

brick_087_i
mg_04.txt

brick_088_i
mg_03.txt

brick_089_i
mg_04.txt

brick_089_i
mg_01.txt

brick_091_i
mg_03.txt

brick_093_i
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mg_03.txt

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mg_04.txt

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mg_04.txt

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mg_00.txt

brick_096_i
mg_02.txt

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mg_03.txt

brick_098_i
mg_03.txt

brick_099_i
mg_01.txt

brick_099_i
mg_04.txt

brick_102_i
mg_00.txt

brick_103_i
mg_02.txt

brick_104_i
mg_00.txt

brick_104_i
mg_04.txt

brick_105_i
mg_01.txt

brick_107_i
mg_00.txt

brick_108_i
mg_02.txt

brick_110_i
mg_02.txt

brick_111_i
mg_01.txt

brick_112_i
mg_01.txt

brick_112_i
mg_02.txt

brick_112_i
mg_03.txt

brick_112_i
mg_04.txt

brick_113_i
mg_01.txt

brick_113_i
mg_03.txt

brick_113_i
mg_04.txt

brick_114_i
mg_01.txt

brick_114_i
mg_03.txt

brick_116_i
mg_00.txt

brick_116_i
mg_01.txt

brick_116_i
mg_03.txt

brick_116_i
mg_04.txt

brick_118_i
mg_00.txt

brick_118_i
mg_04.txt

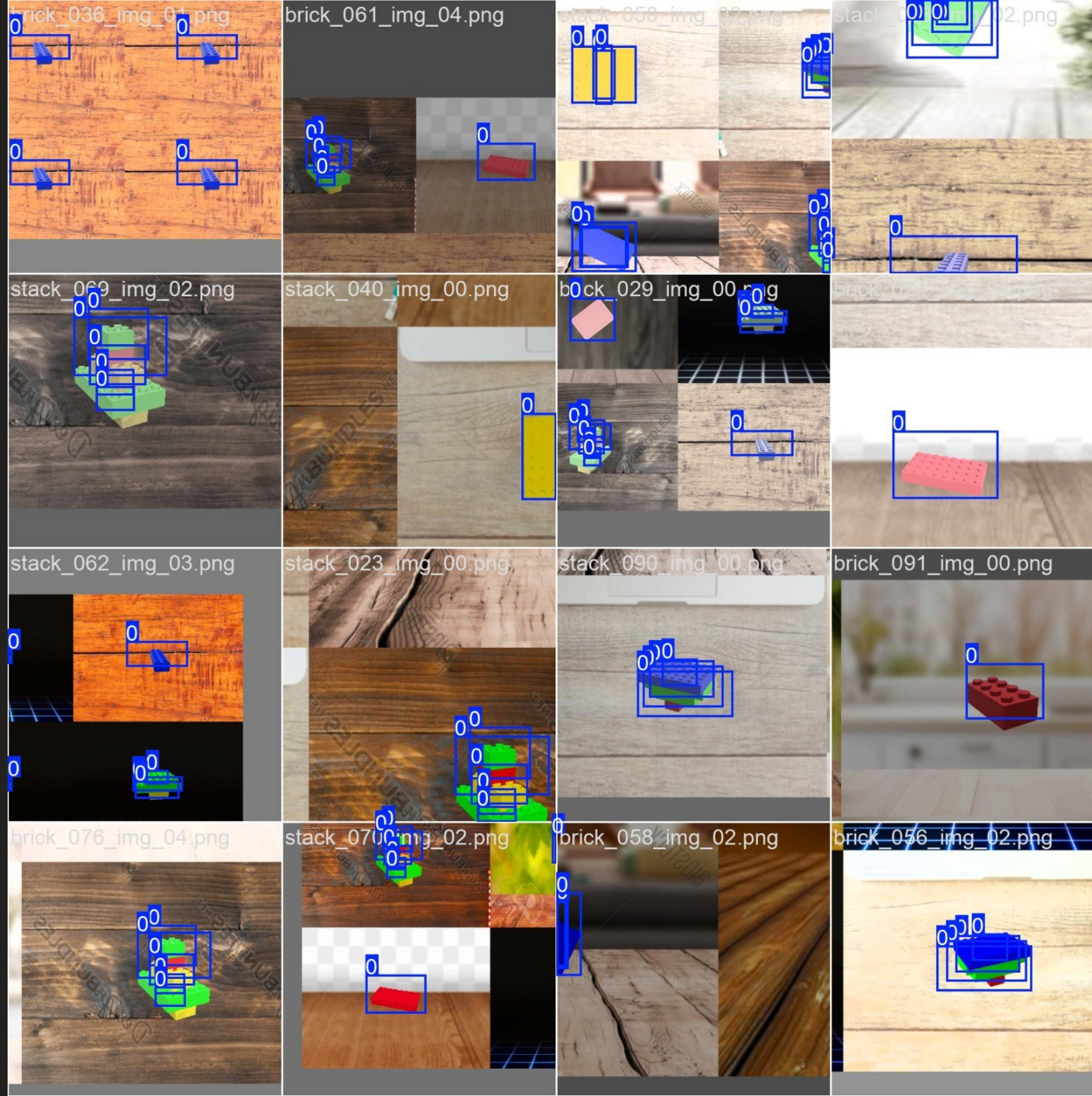
brick_119_i
mg_01.txt

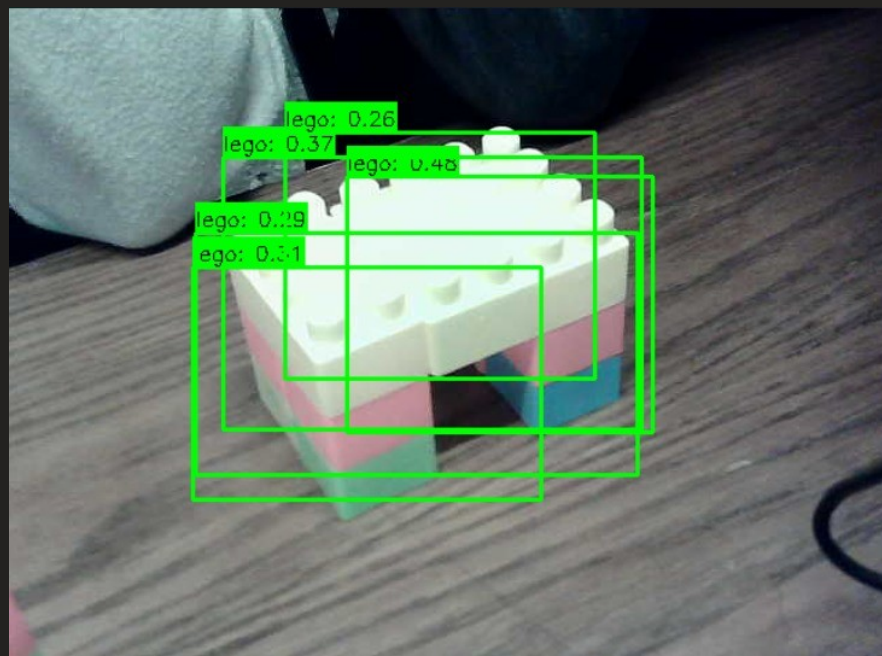
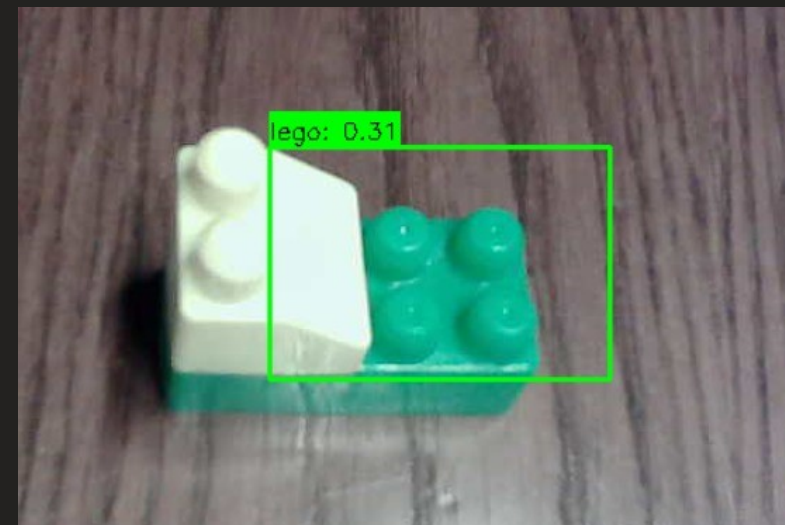
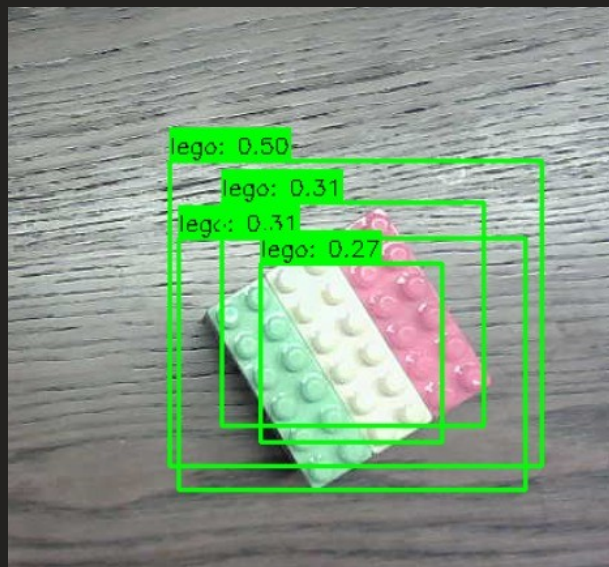
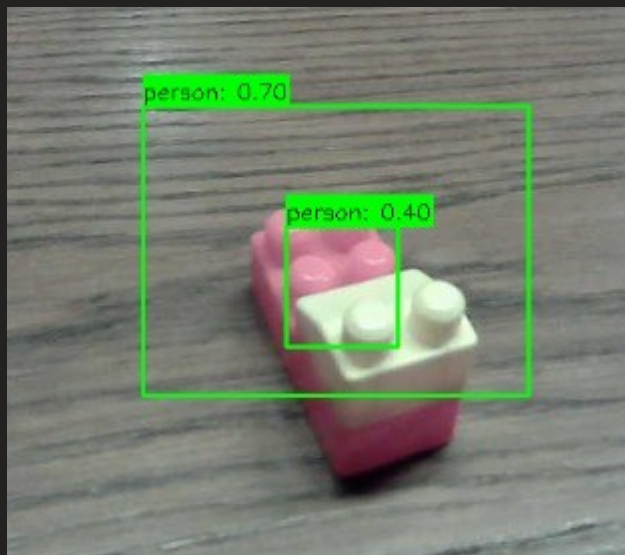
brick_120_i
mg_00.txt

brick_121_i
mg_01.txt

brick_122_i
mg_04.txt

brick_123_i
mg_01.txt



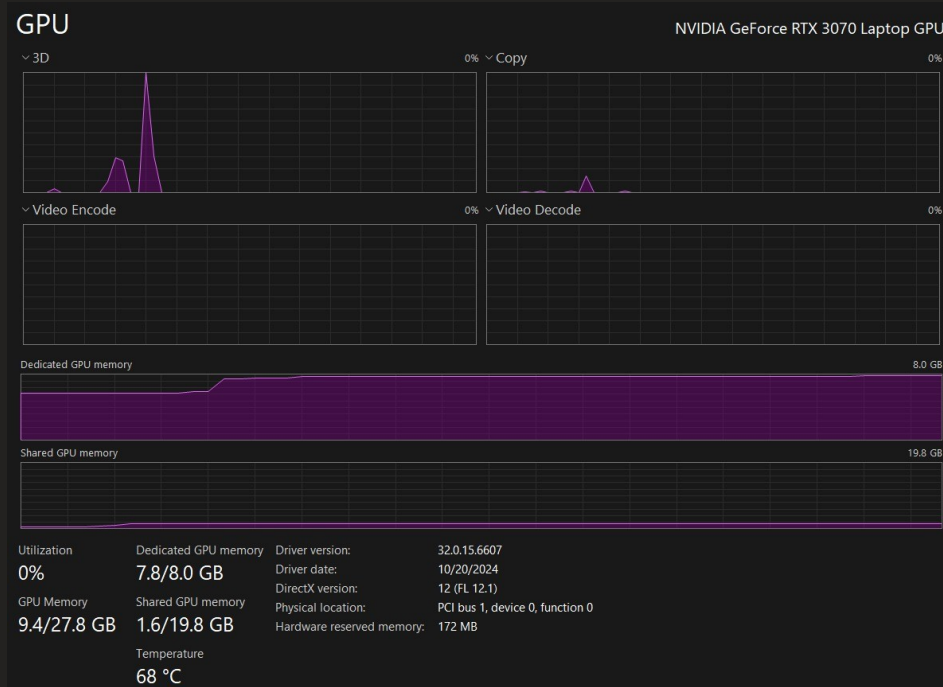


```

train: Scanning /mnt/d/Zaka.ai/wsl/Datasets/train/labels... 4000 images, 0 backgrounds, 0 corrupt: 100%|██████████| 4000/4000 [00:15
train: New cache created: /mnt/d/Zaka.ai/wsl/Datasets/train/labels.cache
val: Scanning /mnt/d/Zaka.ai/wsl/Datasets/test/labels... 1000 images, 0 backgrounds, 0 corrupt: 100%|██████████| 1000/1000 [00:05<00
val: New cache created: /mnt/d/Zaka.ai/wsl/Datasets/test/labels.cache
Plotting labels to runs/detect/train17/labels.jpg...
optimizer: 'optimizer=auto' found, ignoring 'lr0=0.01' and 'momentum=0.937' and determining best 'optimizer', 'lr0' and 'momentum' a
utomatically...
optimizer: AdamW(lr=0.000769, momentum=0.9) with parameter groups 57 weight(decay=0.0), 64 weight(decay=0.0005), 63 bias(decay=0.0)
TensorBoard: model graph visualization added ✓
Image sizes 640 train, 640 val
Using 8 dataloader workers
Logging results to runs/detect/train17
Starting training for 50 epochs...

```

Epoch	GPU_mem	box_loss	cls_loss	dfl_loss	Instances	Size
1/50	2.08G	2.05	3.969	1.911	76	640: 21% ██████████ 52/250 [00:12<00:25, 7.63it/s]



```

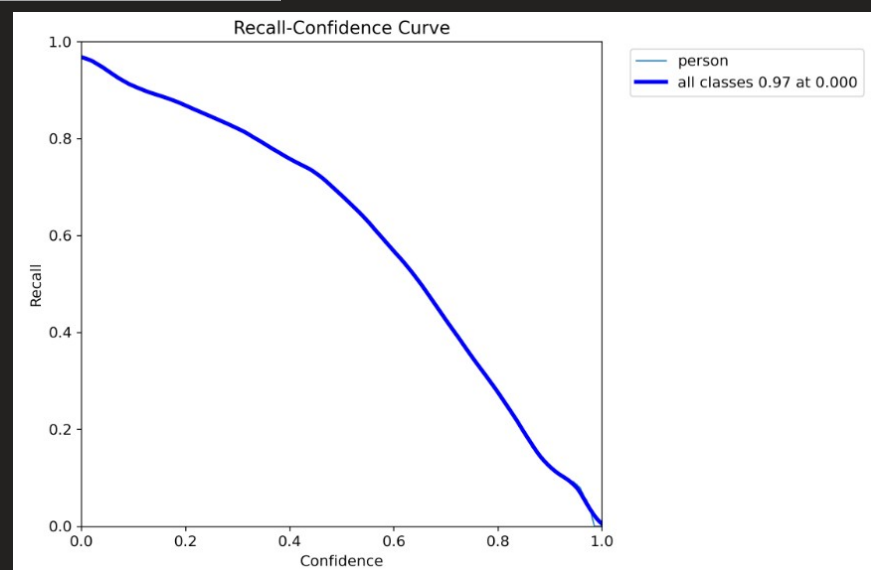
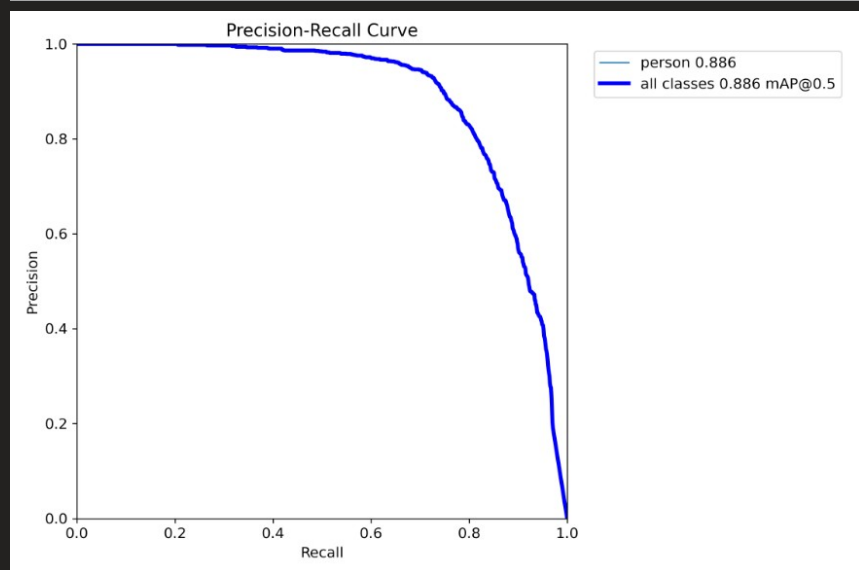
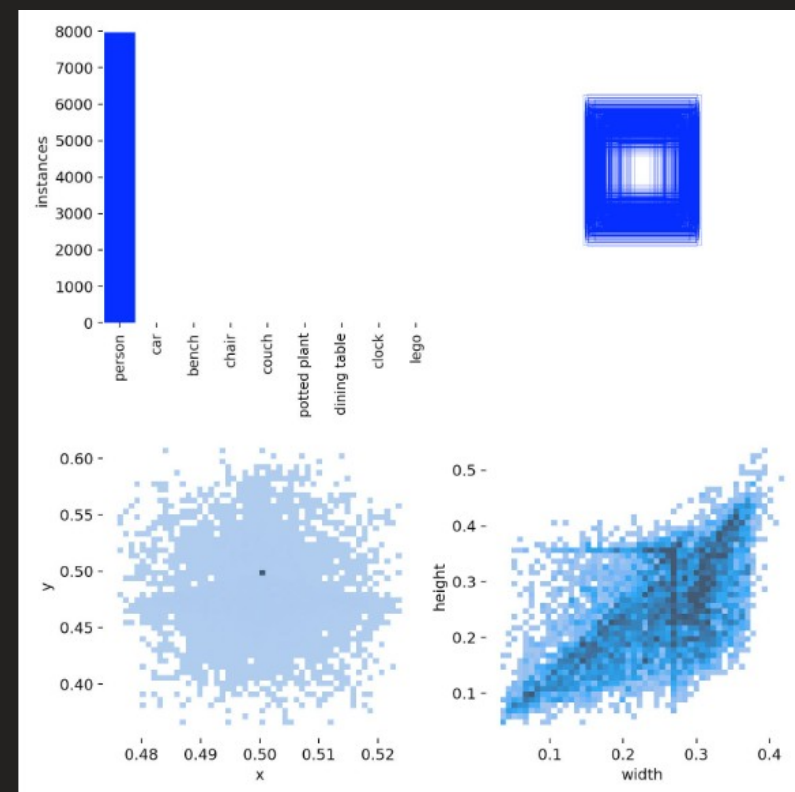
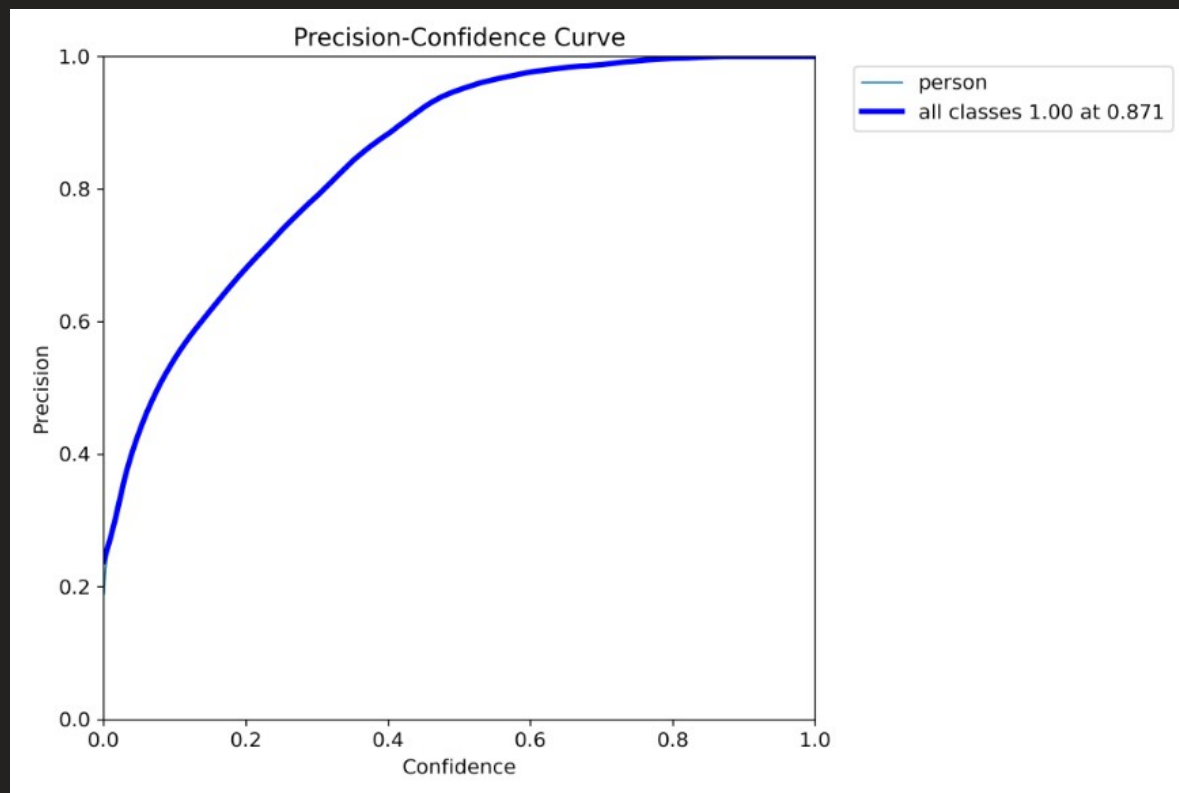
dataset.yaml
1 path: "/mnt/d/Zaka.ai/wsl/Datasets"
2 train: train/images
3 val: test/images
4 nc: 81
5 names:
6   0: 'person',
7   1: 'bicycle',
8   2: 'car',
9   3: 'motorcycle',
10  4: 'airplane',
11  5: 'bus',
12  6: 'train',
13  7: 'truck',
14  8: 'boat',
15  9: 'traffic light',
16  10: 'fire hydrant',
17  11: 'stop sign',
18  12: 'parking meter',
19  13: 'bench',
20  14: 'bird',
21  15: 'cat',
22  16: 'dog',
23  17: 'horse',
24  18: 'sheep',
25  19: 'cow',
26  20: 'elephant',
27  21: 'bear',
28  22: 'zebra',
29  23: 'giraffe',
30  24: 'backpack',
31  25: 'umbrella',

```

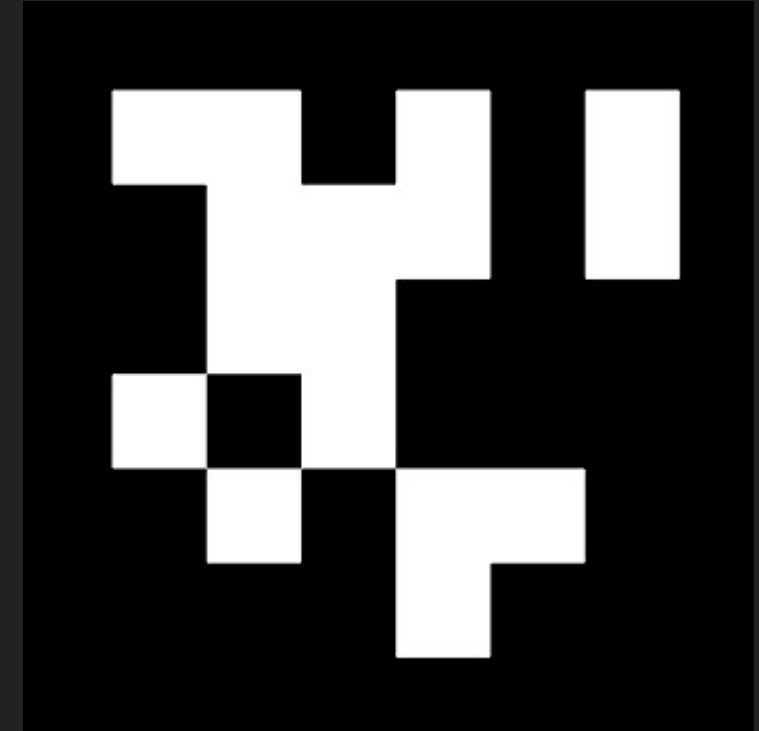
```

71: 'sink',
72: 'refrigerator',
73: 'book',
74: 'clock',
75: 'vase',
76: 'scissors',
77: 'teddy bear',
78: 'hair drier',
79: 'toothbrush',
80: 'lego'

```



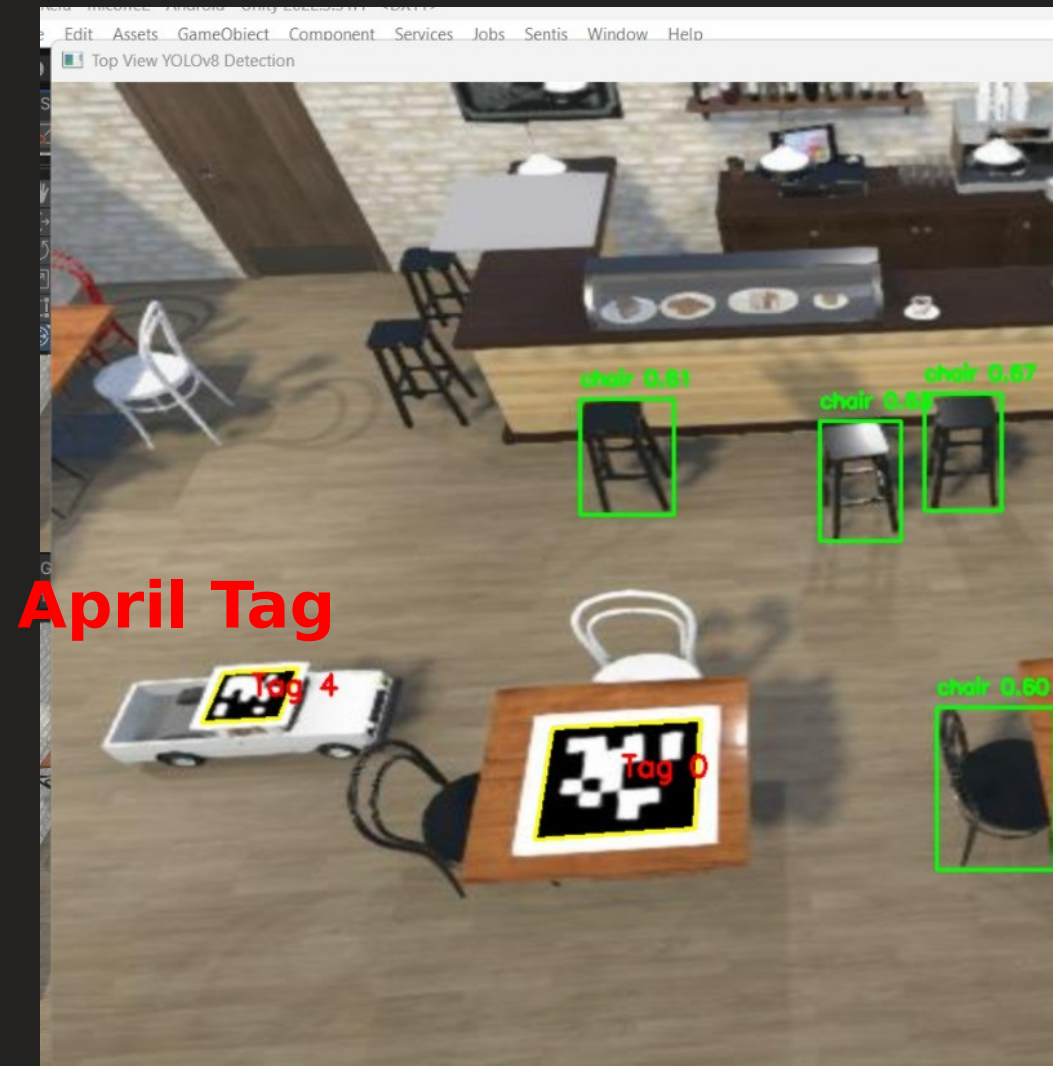
April Tag



tag36h11

<https://chaitanyantr.github.io/apriltag.html>

Obstacle Detection

[illegible]

Obstacle Detection

